

Published and Copyright (c) 1999
All Rights Reserved

Atari Online News, Etc.
A-ONE Online Magazine
Dana P. Jacobson, Publisher/Managing Editor
Joseph Mirando, Managing Editor

Atari Online News, Etc. Staff

Dana P. Jacobson -- Editor
Joe Mirando -- "People Are Talking"
Michael Burkley -- "Unabashed Atariophile"
Albert Dayes -- CC: Classic Chips

With Contributions by:

Kevin Savetz
Carl Forhan

To subscribe to A-ONE, send a message to: dpj@delphi.com
and your address will be added to the distribution list.
To unsubscribe from A-ONE, send the following: Unsubscribe A-ONE
Please make sure that you include the same address that you used to
subscribe from.

To download A-ONE, set your browser bookmarks to one of the
following sites:

<http://people.delphi.com/dpj/a-one.htm>
<http://www.icwhen.com/aone/>
<http://almag.atari.org>

Visit the Atari Advantage Forum on Delphi!
<http://forums.delphi.com/m/main.asp?sigdir=atari>

=~==~==

A-ONE #0138

11/19/99

~ D-Bug Site Is Reborn! ~ People Are Talking! ~ COMDEX Reports!
~ ANALOG #5 Now Online! ~ Where's George, \$1? ~ FunLove Virus!
~ Infogrames Gets GTI ~ AOL Requires Ratings! ~ Twisted Metal 4!
~ Doom V0.20 Available! ~ Sony Plans Handhelds! ~ PC Alternatives

-* Gates Talks About The Future *-
-* FCC Issues High-speed Web Decision! *-
-* Windows NT Service Pack 6 Update Has Bugs! *-

=~==~==

->From the Editor's Keyboard
 "

"Saying it like it is!"

Brrrr! It's been colder than normal here in New England the past couple of weeks! I'm not ready for this; I need a slower transition from fall to winter!

There's still discussions going on regarding the Microsoft antitrust case. It's far from over! Still no rulings on what antitrust laws were broken, but that will likely occur soon. In an interview from Comdex, Gates has stated that he hasn't ruled out any resolution except one that would restrict Microsoft's Windows development. However, there appears to be some discrepancies about his resolution ideas as presented by anonymous high-ranking Microsoft people. I don't believe we'll know what, if anything, Bill Gates will settle on until the judge comes out with his final rulings.

Comdex was held this past week and the buzzword for the show was PC alternatives: handhelds, etc. Has the desktop PC reached its peak? There seemed to have been a lot of debate over that topic. I guess we'll just have to wait to see what new technology is waiting to bust out in the coming months!

Next week is Thanksgiving for those of us in the U.S. This is one of my favorite holidays. Not just because of its historical value, but because it's a day when friends and family get together to share a terrific feast and offer thanks for so many things. I think this will be the first time in many years that we won't be celebrating at our home this year. It's going to feel very strange not to have leftovers to pick over for days after the holiday. I'm still debating whether or not to prepare a turkey dinner for my wife and I for after the holiday! We'll see just how much I want leftovers! In any case, have a terrific holiday!

Until next time...

Issue 5 Now At Digital ANALOG Archive

ANALOG #5 is now on-line in the Digital A.N.A.L.O.G. archive at <http://www.cyberroach.com/analog>

Articles include:

- Display List Programming
- Player Missile Graphics
- Laser Disk
- various game/software reviews
- custom Asteroids Controller

Enjoy,
-CyRo

Doom v0.20 Available

This new version now has dynamic system routine chosen. So one can add new system routines to control keyboard, mouse, joystick, video and sound. I hope it will run on all Atari machines with 320x200x8 bits or higher display.

As usual, any help will be appreciated to improve the engine (sources are available!)

URL: <http://www.multimania.com/pmandin>

D-Bug Menu Renaissance

Finally the D-Bug site is reborn with most importantly menus 1-157 back online!! That equates to around 260 disks!

<http://dbug.atari.org>

Kevin Savetz <savetz@northcoast.com>
Moderator of news:comp.sys.atari.announce

=~::~~::~=

PEOPLE ARE TALKING
compiled by Joe Mirando
jmirando@portone.com

Hidi ho friends and neighbors. Well, I'm making another change (or trying) in doing this column.

This week, I'm trying to compose this column on that new whiz-bang laptop of mine without using Windows98. I guess you could call this my Linux-inaugural column.

I've finally gotten Linux to work on the laptop and, despite the immense differences between Win98 (or TOS, for that matter), I like it a lot.

For any of you who've used MiNT, the file system is very similar. I haven't had the time to do any kind of scientific benchmarks yet, but Linux really seems to be faster than 98. It could be just me, or it could be that it is a more efficient system.

Now I know what you're saying... "What the heck does any of this have to do with Atari computers?"

Well, in and of itself... nothing. But I do intend to install Linux on my TT as soon as I'm familiar enough with Linux to do it right the first time (I've re-installed Linux on the PC somewhere on the order of half a dozen times...so far).

I really can't think of a better pairing than my TT and Linux. First of all, Linux is what is known as "open source". That means that the source for the operating system itself is easily available. This might not sound like a big deal unless you like hacking around in all that code, but it really does come in handy if you need to add abilities to the operating system. In that case, you simply grab the source code, add the module that you need and recompile it. It's more involved than that, but that's the general idea.

Another highpoint is that as long as you can find programs for your 'flavor' of Linux (that'd be the M68K version for the TT) you can run them without worrying about whether your machine is an Atari or an Amiga or whatever. While the M68K version of Linux isn't the most popular, it is an option.

Well, I'll keep you posted on my adventures in Linux. You never know when you might want to take a look for something new and exciting.

Now let's get on with all the news, hints, tips and info available on the UseNet.

From the comp.sys.atari.st NewsGroup
=====

Paul Matthews asks about using MagiC and Kobold:

"I am using the UK version MagiX 6.1, NVDI 5 and Kobold 2.5, everything works fine except that I cannot get Kobold to take over copying etc. I have entered the Kobold ENV statement, copied Kobold to all different directories etc - MagiX just says Kobold is not installed. It will work if it is installed as an accessory. I prefer not to load it this way.

What is it with the MagiX 6 you get a version 4 manual and a text file that tells you bugger all. What are the main differences between the versions 5 & 6.1. Does ASH have an English version of its website?"

Steve Sweet tells Paul to....

"Try installing Kobold as an accessory and tell me if it works, if it does not then it is probably because Magic is hard coded to look in the environment for a kobold whose filename represents its version no, IE Kobold_3. There was a program in my archive that would convert some programs who behaved this way."

Paul Flieshman asks about Falcon030 ROMs:

"Hi all. I am currently rebuilding a heavily modified Falcon, and I have a bit of a problem. It is originally a German machine...so TOS is in German.

Hmmmmmm. I can read a bit of German, but obviously I would prefer to be able to change it to English. My instinct says that I probably would have to change the ROM for an English one. Does anybody know better, or have a better solution.

Or even a knackered Falcon with an English ROM?"

Daniel Dreibelbis tells Paul:

"Good news!

You won't have to change the ROM, as the Falcon was designed with an NVRAM scheme which actually has available to it a number of languages including English! All you need is a program that will allow you to access the ROM and change your language. Be careful though, as fooling around with certain settings could lock up the Falcon.

I believe Uwe Seimet did a program a few years ago which allowed you to do this."

John Garone adds:

"ICD makes (made) program's which not only change the desktop language but also sets the country the keyboard was made in (important so a keypress will enter what is printed on the key itself; different configs)."

Dr. Uwe Seimet adds his own thoughts:

"The Falcon ROM supports several languages right from the start. You can change the language and the keyboard layout with tools like BOOTCONF:

http://home.nikocity.de/nogfradelt.atari_english.html"

Mark at Particle Salad asks for help:

"I have several Jaz drives that are Atari formatted that I need to get the data out of. I haven't sold my Falcon yet, so I COULD go through the trouble of setting it up, finding a copy of HDDriver, and copying them across to a new drive.. but I was hoping to avoid that.

The question is, is there a Mac or Win program that will allow me to read these cartridges directly? I believe MagicMac will work.. true? Anything for the PC? Anything inexpensive?

Does anyone have a used and unneeded version of whatever software that will work they'll sell to me?

Thanks for the help.. these are very valuable songs I need to get off the jaz drives!"

Folkert Rienstra tells Mark:

"Go to www.emulators.com and look for Gemulator Explorer. Reads Atari and Apple disks on a PC. Freeware, restricted to copying one file at a time. They also have a commercial version under an other name that again comes free with one of the Gemulator packages."

Mark tells Folkert:

"THANK YOU!! The Gemulator Explorer worked perfectly.. I'm so happy to have my songs back."

Brian Van Tilborg asks:

"Is NEWSie still being developed?"

Sean Barbieri tells Brian:

"I asked John (Rojewski) recently the same question and he said he is still developing NEWSie and version 0.96 he said may possibly ready approx. December sometime pending beta testing etc. Which is great news as I feel the same as you about NEWSie."

Brian Van Tilborg comes back and asks about mICQ:

"I just downloaded Dan Ackermans Micq 4.3 from his webpage. I ran STing and loaded Micq, it appears that it may work, but I don't know as it disconnected me right away.

Now before you start helping me, I must say that I don't even know what Micq is (hey I use Atari and I am not Mint setup) so I just wanted to try it to see what it does.

So first tell,

A) What exactly does it do. I assume it is similar to IRC and FRAC.
Yes I know I live in a CAVE:-).

B) I have read both readme files and cannot find any commands. Do these appear when the prg. runs?

C) How do I get this to work without bombing?

Lonny Pursell tells Brian:

"Micq is not directly related to MiNT. However the version you selected is ported from the linux world. I use the same program but ported to MiNT. I do not know what changes Dan had to make to get to work outside the unix environment. It may be looking for some config file? The MiNT version looks for .rcmicq I think."

"Dogs19" asks about that Y2K thing:

"I need to reiterate my previous question from a few weeks back, apparently it wasn't understood properly...

I know that because the ST has no internal clock there's no reason it should conflict with Y2K and not boot or act weird. My question concerns a FA*ST ICD 85MB hard drive I have that DOES have an internal clock. Does anyone know if this formerly standard ST hard drive will quit working or do something funny when Y2K hits?

I ask, because I no longer have my ST, but have many files stored on that HD in a closet. If there's a fear that they may become irrevocably damaged after New Year's, then I want to get my hands on an ST quickly, copy the files from the drive to floppies, and store them on my PC.

So, to reiterate, does anyone know if Y2K will conflict with/screw up (because of the internal drive) the files on my Seagate/ICD hard drive? Any help would be much appreciated. And if there's anyone in the New York area who has an ST running and would be willing to allow me to hook up my hard drive to copy files off of it soon, I'd be greatly indebted to you."

Dan Ackerman tells Dogs:

"If the drive has been sitting in your closet for years, then the

battery is probably already dead on the clock. The only possibility of you having a problem with the drivers (something I doubt would happen) would only occur if the clock was still working. More than likely if you ever boot the drive up the clock will say it's 1985 or whatever the default time was on the ST, I frankly don't remember anymore.

They can't be damaged if the drive isn't turned on. If at sometime in the future you want to start this drive up, and are fearful of a y2k bug. Simply open the case and remove the battery for the clock. There is no mistaking it. Looks like an oversized watch battery. Without a battery (dead battery or no battery), the controller will have no way of knowing what year it is.

... I don't think you need to worry. I'd help you but I live about 10 hours away from NYC, even taking the speed limit liberally.

I'd say don't worry about it. The battery was probably dead years ago. Even good batteries of that style don't last much beyond 7 years."

Derryck Croker adds:

"The short answer is that you won't have any trouble with this drive come 2000.

The clock that's built into it was meant to be read by ICD's hard disk booter, and used to set the ST's clock. I don't know of this clock is Y2K compliant, but that's another question.

If you want to copy the files off this drive to a PC then you will have to disconnect the ribbon cable from the back of the mechanism, and hook it up to the SSIC bus in your PC."

Okay folks, I saved the coolest news for last. Dan Ackerman posts:

"I just found out via Maus Net via Place2be, that Mr Rojewski has made a javascript client for the Atari. Has anyone tried it yet?"

Sylvain Perchauc tells Dan:

"Yep, works fine :)
but it's a stand alone software...
Can't be set as a CAB module.

But the author must be encouraged, that's a great work!"

I haven't tried it yet folks, but the fact that it CAN be done bodes well for us. It's not the be-all and end-all as far as web access is concerned, but let's face it... it's a pretty cool!

Well, that's it for this week. Tune in again next week, same time, same station, and be ready to listen to what they are saying when...

PEOPLE ARE TALKING

games and computers. Classic video gaming is a passion to these individuals. They plan their vacations around game-related events, drag their family and friends to electronic swap meets and garage sales and invested a lot of personal time and money to share their interests with others. Soon after World of Atari, the three organized a follow-up show on their own. Not only did they obtain Mr. Bushnell's endorsement, but they also landed dozens of other names and groups such as Mr. Ralph Baer, the true father of Pong; the Blue Sky Rangers; Hasbro Interactive, Digital Eclipse, Nyko Technologies and many more.

All said and done, they lost money, but they surpassed all reality-based expectations. Almost 700 people attended over the two-day event at Jackie Gaughan's Plaza Hotel and Casino in Las Vegas. They brought together celebrities of the industry and hosted a landmark event that pleased almost everyone who attended. Nolan did not appear. In fact, although Ms. Reeder predicted disaster and called show sponsors to dissuade them from participation, attendance and commitments continued to rise. Some keynote speakers indicated that they were actually relieved to learn that Mr. Bushnell was no longer planning to attend.

A-ONE magazine has found out that Nolan is re-emerging with another chapter to his legacy of business ups and downs. The newest one is called Uwink.com Inc. (www.uwink.com <<http://www.uwink.com>>). The company profile found at their web site is vague at best, but of particular interest is the team roster found at <http://www.uwink.com/team.htm> <<http://www.uwink.com/team.htm>> . Topping the list is Mr. Bushnell himself. He is touted as the creator of Pong and the father of the videogame industry. (Actually, Mr. Ralph Baer invented Pong style games long before Nolan ever did.) At the bottom of the list is Ms. Loni Reeder. Ms. Reeder's background is described as having had 12 years of experience, however, no accomplishments during that time are named.

An interesting omission to the team is the name of Mr. Curt Vendel. Mr. Vendel, who hosts the Atari Historical Society at www.atari-history.com <<http://www.atari-history.com>> . Vendel tried hard to restore Nolan's original agreement to attend the show. He had befriended Loni by finding her a Furby before Christmas, 1998. Although many of Vendel's online tactics bringing the two sides together were less than professional, Curt's efforts were apparently admired by Loni and Nolan. Reportedly, Nolan promised a job to Curt in his new business venture.

Immediately following Loni's announcement that Nolan would not attend CGExpo'99, a grassroots effort was initiated to reach Nolan and warmly welcome him to reconsider. But the doors slammed shut. E-mail to Nolan appeared to be censored. Phone calls were thought to be intercepted. Access to Nolan completely disappeared, but frequently followed-up with an abrupt message from Ms. Reeder that Nolan was a very busy man. A search commenced to find alternative means to reach Nolan, but none were found.

In an effort to follow-up this story, A-ONE magazine found that the registration for the www.uwink.com <<http://www.uwink.com>> domain appears to have been made by Nolan himself. The listing may be found at <http://www.register.com/whois-results.cgi?domain=u-wink.com> <<http://www.register.com/whois-results.cgi?domain=u-wink.com>> . It contains what is believed to be Nolan's home address in Los Angeles. Those who retain an interest to reach Nolan might try sending correspondence directly to his attention.

UWINK.COM INC. (U-WINK-DOM)
13515 Bayliss Road

LOS ANGELES, CA 90049

Phone: 310-471-5850

Fax: 310-471-0756

CG Expo promoters have also been relatively quiet lately, but they have promised a new show for the new millenium. Perhaps Nolan can break away from Uwink.com Inc. to attend CGE2K. <wink>

=~==~==

->A-ONE's Game Console Industry News - The Latest Gaming News!

Sweet Tooth is Back and Badder Than Ever in All-New Twisted Metal 4

989 Studios announced Monday that Twisted Metal 4, the latest installment in the multi-million selling Twisted Metal series for the PlayStation game console, is scheduled for release tomorrow. Twisted Metal 4 will blaze onto the vehicular combat scene with all-new demolition derby-style gameplay action and a twisted new storyline.

"The Twisted Metal franchise created the car combat genre on the PlayStation," said Jeffrey Fox, vice president, marketing, 989 Studios. "Twisted Metal 4 is an explosive addition to the impressive Twisted Metal franchise with all-new twisted characters, expansive multi-level game environments, revamped and greatly enhanced graphics, along with advanced gameplay features."

In Twisted Metal 4, players crash through eight gameplay environments using 20 all-new revved-up vehicles, each with a unique weapon. Equipped with these heavily-armored vehicles, players patrol and explore each of the vast 3D environments, destroying anything that crosses their path. Players can also create their own vehicle by customizing the body style, size, special weapon, paint pattern, battle cry and call sign.

Using advanced arcade gameplay physics, Twisted Metal 4 allows players to race up ramps, land death-defying jumps and sideswipe other cars. Bizarre and twisted weapons help players reach their goal. To add to the twisted mayhem, Rob Zombie and Cypress Hill provide in-game music tracks. Zombie is also a playable character - Dragula - in the game.

Twisted Metal 4 Key Features

- New gameplay features include: new storyline, battlegrounds, weapons, vehicles and characters
- Eight interactive battlegrounds designed by the master of evil himself -- Sweet Tooth-- the maniacal clown
- Eight additional hidden levels made especially for wide-open combat at full throttle
- More than 20 wicked new characters and vehicles with all-new weapons including Nuke Mobile, Roach Coach and Rob Zombie's Dragula

- Nine hard-core level bosses challenge victors to intense battles
- Advanced arcade vehicle physics optimize vehicle suspension, performance and handling
- Full character and vehicle customization allows players to build a sick ride by choosing their vehicle's size, body style, weapons, call sign, battle cry and paint pattern. Characters and vehicles are also savable to a Memory Card for maximum replay value
- Reflective, detailed graphics depict instant damage to cars and environments
- Slammin' soundtrack promotes maximum mayhem: Rob Zombie, Cypress Hill, Cirrus, Ghoulspoon, One Minute Silence and Skold
- Multiplayer madness for up to four players with the Multi-Tap
- Supports Analog and DUALSHOCK gamepads

Electronic Arts Ships Highly-anticipated
Tomorrow Never Dies for the Playstation

World Renowned Secret Agent 007... Bond, James
Bond... Arrives on the Leading Console System for
the First Time

Electronic Arts announced the release of Tomorrow Never Dies, the highly-anticipated James Bond title for the PlayStation game console from MGM Interactive.

Tomorrow Never Dies is a third-person action title that builds off the plot of the blockbuster movie bearing the same name, while adding new twists and turns through a series of unique gameplay features for a complete Bond experience. This PlayStation-only title marks the first time the James Bond franchise is available for the leading console system.

"We are very excited to bring James Bond to the PlayStation," says Albert Penello, product manager at Electronic Arts. "The franchise is a natural for the PlayStation platform given its compelling characters, action-packed sequences and ingenious gadgets. It is without a doubt that Tomorrow Never Dies delivers the most complete and exciting Bond experience to PlayStation gamers."

In the game, the player takes on the role of James Bond as he tries to thwart megalomaniac media mogul Elliot Carver. A wealthy media baron, Carver is attempting to start World War III by convincing the British and Chinese that they are making hostile advances towards each other. Through a series of missions and objectives, as well as help from recognizable movie characters, Bond steps into action to expose Carver's evil plan. Players will encounter several Artificial Intelligence (AI) characters from the movie including Paris, Q and Dr. Kaufman, as well as new AI enemy types that react to audible and visible cues. Gamers will also take on the role of Wai Lin, the sexy Chinese secret agent, in a more advanced level as well as seeing her assist Bond as an AI character in other missions.

Tomorrow Never Dies delivers a well-balanced Bond experience through its unique gameplay approach. The game offers three different game modes -- on foot, driving and skiing -- as well as a third-person perspective from which the player fully sees the fluid movement of the Bond character when executing moves and techniques. Such techniques include a 360-degree tuck and roll, dive and fire attacks and stealth moves. The game features a

total of ten different mission levels, comprised of sub-levels that vary between the different game modes. Each of the levels are set in a variety of locations based on and/or inspired by the movie, including Military Outpost, Arms Bazaar, Carver Media Center, Hotel Atlantic, Ski Ridge and Stealth Boat in Ha Long Bay. In addition, players will see a series of in-game cinematic transitions, using real-time 3-D and footage from the film.

True to the Bond movie legacy, the game features more than a dozen fully interactive gadgets and weapons, including such Q-inspired masterpieces as cufflink lasers, sticky mine detonators, rocket launchers, satellite up-link cameras and laser painting missile targets. Special weapons effects include infrared goggles to see in the dark, zooming first-person sniper rifles for long distance targeting and a spy camera to take photos.

Tomorrow Never Dies for the PlayStation is co-publishee by Electronic Arts and developed by Black Ops Entertainment, pursuant to an agreement with Danjaq, LLC and Eon Productions Limited, the producer of 19 James Bond films including "Tomorrow Never Dies." The game is single-player only and offers two levels of difficulty, Agent and 007, to help cater to gamers of all different types. In addition, Tomorrow Never Dies is Dual Shock(TM) compatible.

The game carries a "T" (Teen) ESRB rating and MSRP of US\$ 49.99. More information on Tomorrow Never Dies can be found on the EA product web site at www.tndgame.com.

There will be a companion CD soundtrack, Tomorrow Never Dies: The Original Score to the Video Game, available later this month from Chapter III Records. The CD will consist of a total of 17 different Bond-themed "electronica" tracks, all of which are original Tommy Tallarico scores from the game. Tallarico is a game industry veteran best known for compiling video game soundtracks. The CD will be available for direct purchase via the product web site at www.bondmusic.com, followed by retail outlets starting on January 12, 2000.

Sega Sports NBA 2K for Sega Dreamcast Sets an All New Standard in Realistic Basketball Action

Sega Sports has done it again!

Continuing to create genre-busting sports titles, Sega Sports has redefined basketball games with "Sega Sports NBA 2K" for the 128-bit, Internet-ready Sega Dreamcast videogame console. "Sega Sports NBA 2K" incorporates an unsurpassed level of detail throughout each aspect in the game. Gamers can see the facial expressions of players, fully animated crowds, and realistic player moves and reactions in gameplay. The game features exact replicas of all arenas, playbooks designed by the NBA and four-player multiplayer support. "Sega Sports NBA 2K" is available at retailers nationwide for \$49.95.

Developed by Visual Concepts for Sega Sports, "Sega Sports NBA 2K" is jam-packed with industry firsts. "Sega Sports NBA 2K" features more than 1,300 motion captured moves, which allows for a wider array of more realistic dunks, passes and true-to-life animations. Other firsts include fully animated benches, crowds and coaches and incredible graphic detail. Gamers can see players' eyes blink, their bodies move as they breathe and

every detail down to Allen Iverson's cornrows and tattoos. In true Sega Sports style, ''Sega Sports NBA 2K'' is a breakthrough title in the genre.

''Sega Sports' goal is to create the most realistic sports videogames on the market. We've done that with 'Sega Sports NFL 2K' and now we are raising the bar even higher with 'Sega Sports NBA 2K,''' said Greg Thomas, vice president of product development, Sega of America. ''It is important to give players a totally redefined gameplay experience on Sega Dreamcast and 'Sega Sports NBA 2K' is undoubtedly a game that will deliver that experience."

''Sega Sports NBA 2K'' features all 29 teams, in architecturally correct arenas. The heart and soul of the realism in ''Sega Sports NBA 2K'' lies with the players themselves. As players knock down big slam-dunks, they will let out a victorious yell. They will even stare down defenders, salute the crowd after taking it to the hole and grimace in pain when injured. Players also have all of their personal accessories including armbands, goggles, and headbands.

Crowds also add to the realism because of their constant activity. People drink sodas, stand up, cheer and move about, which adds greatly to the ambiance of being at a true NBA game. If the opposing team is shooting a free throw, the crowd will yell and stomp their feet to distract players. The game also features interactive benches -- a first in a basketball game. As players make a dunk or a great play, those on the benches will stand up and cheer.

Just as breakthrough as the graphics is the actual gameplay. ''Sega Sports NBA 2K'' boasts highly advanced artificial intelligence, which contributes to making it as authentic as an actual NBA game. Teams have real play-calling tendencies, so the Bulls will run a triangle offense, west coast teams will play a fast break game, while east coast teams will tend to play a half court offense with more banging inside. Players who rebound well excel at them in the game and players who shoot well from long-range will be three-point threats. Throughout the game, coaches will yell out plays to their teams, just as they do on the court.

By motion capturing real NBA players, Sega Sports has hit its mark in its attempt to re-create the unique qualities of each position. Sega also enlisted the help of real NBA coaches to make sure each play looks exactly right. Individual 3D player models were used to differentiate NBA player positions and gameplay reflects true-to-life physics -- smaller players will truly have difficulty posting up against the big men in the NBA. Backing down a defender feels realistic, as it takes time to get down and muscle your way in. On offense, players with a mismatch will actually call for the ball.

Players can perform slick on-court moves such as touch passes, alley oops, clearouts and ball swipes. Instant replays, which look like true TV sequences, show every detail in a dunk from player reactions to movements in players' bodies as they swerve or come down for a landing. Gamers can even see the seams of the ball as it goes through the hoop and the swishes of the net. Shooting the rock Sega Dreamcast style is just that good!

''Sega Sports NBA 2K'' features a variety of playing modes. In Exhibition Mode, gamers can play with any two teams in the league; Quick Start Mode brings players straight to tip-off with two randomly selected teams. Season Mode allows gamers to take their team through a full season, while tracking the player and team stats. The game also features Playoffs and Practice modes.

Create-A-Team allows gamers to create customized teams based on rosters, trading, line-ups or with imported information from a friend's Visual Memory Unit (VMU). The Fantasy Draft feature puts players in the driver's seat at the NBA draft. Gamers can choose to draft for any team and even view other team's picks.

"Sega Sports NBA 2K" has an extensive Create-A-Player feature that goes far beyond anything ever seen before. Gamers can now adjust every detail from the bone structure, the size of the nose and ears and the body size. Players can also make hilarious "freaks of nature" to play on their team by creating a player with a giant head and extra long arms. Also adding to the fun, gamers can utilize the VMU to obtain information on the game or specific players unseen by their competition. The VMU displays messages to gamers after they throw down big dunks, 3-pointers or last second shots. It also provides players with information on energy levels of players, specific shooting percentages and who is in foul trouble.

"Sega Sports NBA 2K" is officially licensed by the National Basketball Association and endorsed by NBA All Star and 1998-99 scoring leader Allen Iverson, Philadelphia 76ers guard and Sega Sports spokesperson. The game is now available at retailers nationwide or at www.sega.com.

Electronic Arts Ships NBA Live 2000, the World's
Only Interactive Basketball Game to Feature NBA
Legend Michael Jordan

Electronic Arts Tuesday announced it shipped NBA LIVE 2000 for the PlayStation and Nintendo 64 gaming consoles, as well as for the PC.

NBA LIVE 2000 is the only interactive basketball game featuring Michael Jordan. In addition to being in the game, Jordan is featured with 1999 NBA Finals Most Valuable Player Tim Duncan in EA SPORTS' worldwide packaging and advertising campaigns.

"EA SPORTS and Michael Jordan represent the highest quality to me, so it's a real honor to be featured on the cover of NBA LIVE 2000 with Michael," said Tim Duncan of the San Antonio Spurs. "I've been playing the NBA LIVE games since NBA LIVE 95. This year's one-on-one option together with the chance to play against great NBA legends -- including Michael -- makes NBA LIVE 2000 the deepest, best basketball game on the market today."

Now in its sixth year with 18 industry awards for excellence, EA SPORTS' NBA LIVE franchise is the best-selling basketball game series with worldwide sales of more than eight million units.

In an EA SPORTS worldwide exclusive, more than 50 of the greatest NBA legends of all time are included in the PC and PlayStation games. Game players can compete against five All-Star teams from the 50's, 60's, 70's, 80's and 90's to see how the historic greats stack up against today's teams. Using current NBA players or legendary players, fans can also play one-on-one on an outdoor court. The classic match-ups are endless: Dr. J vs. Michael Jordan, Tim Duncan vs. Bill Russell, Shaq vs. Wilt Chamberlain or Allen Iverson vs. Earl "The Pearl" Monroe.

"NBA LIVE 2000 is the most feature-packed game we've ever created," said Stan Chow, producer of the game and a member of the NBA LIVE development

team since 1994. ``We've got more features than ever before, but more importantly we have created a game that thinks, plays and reacts like real NBA basketball thanks to years of hard work by our expert development team. There are a lot of basketball games on the market today, but not one comes close to the depth of game play options EA SPORTS delivers."

NBA LIVE 2000 also features:

- * NBA All-Star Kevin Garnett from the Minnesota Timberwolves whose high-flying dunks were motion-captured for use in all versions of the game.
- * Internet play that allows PC users to compete against NBA LIVE fans from around the world.
- * Revolutionary FACE IN THE GAME(TM) technology that allows PC users to put their own faces in the game to live out their ultimate NBA basketball dreams.
- * All new transition sequences for fouls, injuries, high fives, knuckle touches and free throws that bring the user closer to the players and the emotion of NBA basketball.
- * Signature player moves like Tim Hardaway's (Miami Heat) crossover dribble, Glenn Rice's (Los Angeles Lakers) three pointer and Reggie Miller's (Indiana Pacers) fadeaway jumper.
- * Extensive season mode options for fans who want to call the shots from the front office. The General Manager mode for the PlayStation game console lets users play up to ten seasons while the Franchise Mode for the PC game allows users to play up to 25 seasons.
- * Color commentary provided by two-time NBA All-Star Reggie Theus (TNT), who joins play-by-play commentator Don Poier (Vancouver Grizzlies).
- * Songs by funk legend George Clinton and hip hop artists Run DMC, Naughty by Nature, Rahzel and Tzant. The NBA LIVE 2000 orchestra also provides original in-game music.

A Game Boy Color version of NBA LIVE 2000 is scheduled to ship in the winter of 2000. The suggested retail price for NBA LIVE 2000 for the PC and the PlayStation game console is U.S. \$39.95; the Nintendo 64 version is U.S. \$49.95. Consumers may purchase the game directly at the EA Store (<http://eastore.ea.com>) or by calling EA Direct Sales at 1.800.245.4525. The game carries an ESRB rating of ``E" (Everyone).

NCAA Final Four 2000 Returns to the PlayStation
With More Than 300 Division I-A Teams, All-New 3D
Graphics and Unprecedented Gameplay

989 Sports announced Monday that NCAA Final Four 2000, the next installment in 989 Sports' college basketball videogame series, will be available Wednesday for the PlayStation game console. NCAA Final Four 2000 will be the most comprehensive college basketball videogame available, boasting all-new 3D graphics, more than 300 Division I-A teams from 31 conferences and playbooks that have been designed specifically for each school, with input from Georgia Bulldogs head basketball coach Jim Harrick.

NCAA Final Four 2000 features a new state-of-the-art 3D player model created by using the latest ``skinning" technique. This new technology generates graphics more than twice as detailed as those in last year's NCAA Final Four '99, and delivers the most realistic player model in both appearance and movement. To further increase the realism of the game, motion capture animation was used to incorporate the movements of college

basketball stars; most notably former Duke All-American Trajan Langdon, former Kansas All-American Paul Pierce and former California Berkeley All-American Jason Kidd.

"Last year's NCAA Final Four '99 was a big hit for college hoops fans because of the authentic gameplay and extensive number of schools included in the game," said Jeffrey Fox, vice president, marketing, 989 Studios. "NCAA Final Four 2000 goes to the next level with superior graphics, awesome new features and even more exciting college action. Quite simply, this game is incredibly fun to play."

New college-specific playbooks were designed with the assistance of Jim Harrick, University of Georgia head basketball coach. Each team in NCAA Final Four 2000 runs its offense and defense similar to each college's style of play. Players can also select their favorite team and compete for a conference championship and an automatic berth in the NCAA 64-team tournament. (Teams not fortunate enough to win their conference can keep an eye on the new "Bubble Watch" feature to see if they will be going to the Tournament).

In addition to these new features, NCAA Final Four 2000 is loaded with all the options and atmosphere college basketball fans come to expect. ESPN's Quinn Buckner returns to the announcing booth with brand new commentary. The "6th Man Meter" is back with more power to fire up the home crowd. New animations provide the gamer with every possible scenario, including coaches barking orders from the sidelines, players congratulating each other and the ability to pass after starting to shoot.

NCAA Final Four 2000 features former Duke All-American Trajan Langdon on the package.

NCAA Final Four 2000 Key Features:

- More than 300 Division I-A teams from 31 different conferences
- All-new 3D player models scaled to actual height and weight
- Play-by-play commentary by college basketball announcer Quinn Buckner
- New animations include players congratulating each other, coaches yelling orders from the sidelines, the ability to pass after starting to shoot, put-back slam dunks and the ability to run the baseline when inbounding the ball (when legal)
- New college-specific playbooks designed with help from Georgia head basketball coach Jim Harrick
- New "Bubble Watch" feature gives the gamer updates on how well his team is doing during a season
- Real college atmosphere with animated crowds, cheerleaders, chants and fight songs
- Icon Passing, Icon Cutting and Icon Switching returns to give the gamer ultimate control of his players on both offense and defense
- Individual and team stats in 32 different categories
- Awards -- First and second team All-Americans, National Player of the Year, Conference Player of the Year
- Four gameplay settings -- Freshman through Senior
- The "Shot Meter" is back to give the gamer complete control over player shooting abilities
- The "6th Man Meter" returns to fire up the home crowd and help the home team make shots
- Motion capture animation by former college standouts (and current NBA pros) Cleveland Cavaliers' Brevin Knight and Trajan Langdon,

Boston Celtics' Paul Pierce, Orlando Magic's Charles "Bo" Outlaw,
Los Angeles Lakers' Robert Horry and Phoenix Suns' Jason Kidd
-- Four game modes: Tournament, Exhibition, Season and Arcade
-- Up to eight players can play with Multi-tap adapter

Electronic Arts Ships EA SPORTS Supercross 2000 for the PlayStation

Electronic Arts Thursday announced the release of EA SPORTS Supercross 2000 for the PlayStation gaming console. EA SPORTS Supercross 2000 is the latest franchise in the best-selling EA SPORTS interactive sports video game line. The game launches in conjunction with Electronic Arts sponsorship of the EA SPORTS Supercross Series, the world's premier supercross racing series.

EA SPORTS Supercross 2000 features a sophisticated physics model not found in other motorcycle racing simulations. It allows gamers to throw the bike forward while maneuvering table-top jumps using their body weight for control, then slide forward in the saddle to carve sharp "berms" giving much more control over rider and bike unlike other motocross simulations where the bike and rider are one unit.

Supercross enthusiasts will enjoy authentic supercross stadium racing on 21 different tracks, including each of the 14 stadiums featured in the EA SPORTS Supercross Series. Each track from the EA SPORTS Supercross Series was built with the actual track blue prints and accurately recreates all the towering table-tops, whoops sections, and triple jumps the tracks featured in real life. Good lines in supercross are essential as racing changes as the track topography degrades with use, forming ruts and grooves. The EA SPORTS development team went to great lengths to ensure that changing track conditions were accurately recreated in the game. Racers will not only need to adapt to the changing conditions from track to track, but the race conditions during each race if they hope to dominate an entire Supercross season. Riders can start on any of five simpler Amateur tracks to develop a riding style before taking on the pro tracks.

"EA SPORTS Supercross 2000 was developed with the die-hard supercross racer and fan in mind," said Dave Davis, producer at Electronic Arts. "Whether racers are going for a quick single race on one of the Amateur tracks or competing for the EA SPORTS Supercross Series Championship, EA SPORTS Supercross 2000 is the ultimate vehicle to live out the supercross fantasy without the risk of injury."

The game features 24 of the world's top Supercross and Freestyle Motocross riders including: Jeff Emig, Mike LaRocco, Larry Ward, Damon Huffman, Doug Henry, Greg Albertyn, John Dowd, Jimmy Button, Mike Brown, Kevin Windham, Sebastian Tortelli, Robbie Reynard, Brian Hughes, Mike Craig, Tim Ferry, Jean-Sebastien Roy, Steve Lamson, Heath Voss, Lance Smail, Phil Lawrence, Pedro Gonzalez, and Mickael Pichon.

The game also includes 1998 MX Freestyle World Champion Mike Metzger and Brian Deegan, who designed a custom freestyle track design in the game. The freestyle jump-off mode features an extreme jumping competition on any of three freestyle environments. Riders will be able to emulate favorite freestyle riders performing a host of difficult jump maneuvers including pancake whips, cordovas and heel clickers.

Player options are numerous and include several types of single player and head-to-head competition. Gamers may choose a quick race, race an actual Supercross season, or compete in a freestyle jump-off contest. Dozens of stunt jumps including nac-nacs, whips, heel-clickers, and the superman are available in all modes. Riders can customize their bike setups and difficulty settings for a custom experience.

EA SPORTS Supercross 2000 features TV-style presentation with two-man play-by-play featuring actual ESPN2 announcers Art Eckman and David Bailey. An exclusive StuntCam picture-in-picture feature allows you to see your awesome stunts in a TV-style display as they happen. The game's soundtrack features an exclusive track from MxPx's next album and other hard-hitting songs from, The Living End, Pulley, All, and 40 Watt Domain.

Midway Poised for Another Knockout with Ready 2 Rumble Boxing on Multiple Platforms

It's round two for Ready 2 Rumble. Midway Home Entertainment Inc. Monday announced that it is shipping Ready 2 Rumble Boxing for Nintendo 64, PlayStation game console and Game Boy Color. Ready 2 Rumble Boxing, a huge success on the Sega Dreamcast system, features the most famous voice in boxing, Michael ``Let's Get Ready to Rumble" Buffer, and mixes arcade-style boxing action with tongue-in-cheek humor.

``Ready 2 Rumble Boxing for the Dreamcast has been a top five seller since the system's launch," said Paula Cook, director of marketing for Midway Home Entertainment. ``The excitement surrounding the game has been great and we are happy to bring the hard-hitting action to all of these platforms."

In Ready 2 Rumble Boxing, players can compete as one of 16 boxers (10 on the Game Boy Color), each with their own fighting style. Each boxer is hyper-realistic with an unlimited number of punch combinations and over-the-top boxing styles. Players can compete in arcade-style mode, contending for a championship belt, or play head-to-head. Ready 2 Rumble Boxing also features Championship Mode, in which players take on the role of boxer and manager, assuming control of managing money used to sign boxers and buy equipment for the gym. Players use the equipment to train and build up power, speed, stamina, punches and durability.

Sony Computer Entertainment America Announces PlayStation Software Lineup for First Quarter Year 2000

Sony Computer Entertainment America announced Thursday a strong software line-up for the first quarter, year 2000. Software titles scheduled for release in the months of January, February and March include:

- TOMBA!2 The Evil Swine Return -- Jan. 18, 2000
- Colin McRae Rally -- Feb. 15, 2000
- Hot Shots Golf 2 -- March 7, 2000

All three titles will be available exclusively for the PlayStation game

console.

''Our varied base of PlayStation consumers are always looking for interesting new software titles, and with our strong first quarter line-up, we are definitely giving them much to look forward to in the new year," said Ami Blaire, director, product marketing, Sony Computer Entertainment America.

''With a PlayStation in more than one out of every five households in the United States, it is important that we continue to deliver quality software for a broad audience. This will be especially true early next year, when the millions of new gamers who will purchase a PlayStation during this holiday season will begin building their software library."

TOMBA! 2 The Evil Swine Return

Evil swine beware... Tomba is back and he's in 3D! TOMBA! 2 The Evil Swine Return, available Jan. 18, 2000, will feature everyone's favorite pink-haired jungle-boy, who returns in full 3D to embark on an all-new imaginative adventure.

This time the menacing swine have kidnapped Tomba's girlfriend, Tabby, and Tomba must gather all of his strength and courage to save her and defeat the evil pigs once and for all.

TOMBA! 2 The Evil Swine Return, the follow up to last year's highly-acclaimed Tomba!, features improved 3D graphics and classic platform-style gameplay intertwined with role-playing game (RPG) elements, creating a deeper, richer platform game full of humor, discovery and exploration.

The game also boasts a new, smoother learning curve -- with two paths to follow, young gamers will be taken on a whimsical journey without a hitch, while more complicated sub-quests will challenge the most experienced gamers. TOMBA! 2 The Evil Swine Return delivers a terrific sense of humor, with zany characters and fantastical environments.

Tomba totes a great selection of weapons including a black jack, boomerang and heavy-duty hammer, and acquires a variety of suits and robes that allow for an assortment of new moves. Gamers will find themselves continuously unveiling hidden paths, battling humorous yet challenging enemies, and encountering numerous tasks.

TOMBA! 2 The Evil Swine Return comes from the creator of Tomba!, Mega Man, Ghouls and Ghosts and Breath of Fire, and from the producer Tokuro Fujiwara of Street Fighter and Bio Hazard, one of the best-selling PlayStation games of all time. TOMBA! 2 The Evil Swine Return was developed by Whoopee Camp Co. Ltd.

Colin McRae Rally

Colin McRae Rally, launching Feb. 15, 2000, is an off-road racing game that will offer racing enthusiasts dizzying new heights of realism and fun. Exclusively licensed by world class rally driver, Colin McRae, the game will challenge players to power-drive more than 12 of the world's best rally cars, including Subaru Impreza, Toyota Corolla WRC, Mitsubishi Lancer E4 and the Audi Quattro.

Players can choose from five different camera angles as they race through 48 of the most amazing international tracks, encountering extremely

challenging driving surfaces such as ice, mud and more.

Known as ``The Flying Scotsman," McRae is one of the world's most exciting rally driving talents around and offers his expertise during the in-game Rally School training. Throughout the game McRae's real-life co-driver, Nicky Grist, offers extensive in-game audio navigation that will assist with the challenging areas of these off-road courses.

Colin McRae Rally will truly challenge even the best racers' driving skills.

Hot Shots Golf 2

Launching March 7, 2000, Hot Shots Golf 2 offers arcade-style golf gameplay that captures the true spirit of one of the world's best-loved sports, down to the tension and frustration of the being on the greens. Building upon the success of the original Hot Shots Golf, the sequel is a blast to play and offers impressive 3D graphics, award-winning gameplay and all-new playable characters.

Each individual golfer has been carefully designed with his or her own idle, par, bogey and eagle animations, and each has distinct abilities that will keep players on the course for hours trying to master each one.

In Hot Shots Golf 2 gamers can play six different modes including Match Play, Stroke Play, VS Mode, Training Mode, Miniature Golf and an all-new Tour Play Mode, where players can win and upgrade their golf gear. Gamers can choose from six completely different ``world-class" courses offering a challenge to golfers of all handicaps.

With the realistic feel to the swing and flight trajectory to the ball, Hot Shots Golf 2 is packed with challenging gameplay for players of all skill levels.

Infogrames Entertainment to Acquire Controlling Stake in GT Interactive Software to Create One of the Foremost Interactive Entertainment Companies

Infogrames Entertainment S.A. Monday announced it has reached an agreement to acquire control of GT Interactive Software, a US-based company for a total investment of \$135 million. This development effectively transforms the landscape of the global video games industry. As a result of this transaction, Infogrames will rank as one of the top interactive entertainment companies worldwide.

This transaction is intended to benefit the shareholders of both companies. As a result of this transaction, GTIS will have enhanced financial, distribution and managerial resources and will remain listed on NASDAQ. In GTIS, Infogrames acquires an interest in seven award-winning internal development studios, among which are Humongous Entertainment, Cavedog Entertainment, WizardWorks and Reflections.

Through this transaction, Infogrames will be able to expand its impressive product offerings of such franchises as Mission Impossible, Test Drive and Looney Tunes to include GTIS best-sellers like Driver, Deer Hunter, Blues Clues and Abe's Odyssey. This transaction continues Infogrames' global expansion by firmly establishing it in the North American interactive

entertainment market, estimated to reach \$7 billion in sales next year.

Infogrames Agreement with GTIS

- Infogrames will purchase 33.4 million GTIS common shares from the founding Cayre family for \$25 million, implying an average price of 75 cents per share. The Cayre family has also committed to provide Infogrames with a proxy for the 1.3 million shares that will still be owned by the Cayre family upon closing of the transaction.
- Infogrames will purchase 28.6 million newly issued shares for \$50 million. Infogrames will also purchase a convertible note from GTIS for approximately \$60.5 million, which will be convertible into GTIS common shares at \$1.85 per share for a total of 32.7 million shares. As part of the consideration for the \$60.5 million convertible note, Infogrames will acquire and surrender to GTIS the \$10.5 million junior debt owned by members of the Cayre family.
- GTIS will issue a new \$50 million convertible note to funds managed by General Atlantic Partners, in exchange for \$30 million in preferred stock and a \$20 million subordinated note held by General Atlantic Partners. The note will be convertible into GTIS common shares at \$4.00 per share. In addition, General Atlantic Partners will transfer to Infogrames warrants for the purchase of 4,500,000 GTIS common shares.

Following this transaction, Infogrames will hold approximately 70% of the outstanding common stock of GTIS, assuming conversion of Infogrames' convertible notes. Infogrames will also have the right to appoint a new board of directors. As part of the transaction, GTIS' bank syndicate has agreed to amend its credit agreement with GTIS.

Infogrames founder and Chairman Bruno Bonnell said, "This transaction demonstrates our commitment to making Infogrames the No. 1 player in this market. In the past two years, we have demonstrated our ability to purchase and turn around such companies as Ocean in the UK and Philips Media's European assets. Similarly, I am confident that Infogrames can drive GTIS back to profitability."

GTIS Chairman & Chief Executive Officer Tom Heymann noted: "Joining Infogrames, a proven world leader, will add value for our shareholders. It is the right move for our company and it opens a new chapter for GT Interactive Software. There are great synergies between our catalogs, which feature such best-selling titles as Driver and Infogrames' Mission Impossible and Test Drive franchises. Also, I would like to emphasize the key role played by the Cayre family in facilitating this transaction; their acceptance of a price for their shares that is significantly below the price at which Infogrames is investing in the company will benefit both shareholders and employees by allowing them to participate in a new stage of GTIS's development." Effective immediately, Bruno Bonnell and Thomas Schmider, Infogrames' Chief Operating Officer, will actively participate in refocusing GTIS operations with Tom Heymann. In a related development, Infogrames announced the appointment of Pierre Sissman to the newly created position of president of Infogrames' European operations, thereby permitting Messrs. Bonnell and Schmider to devote proportionally more of their time to North American operations. Mr. Sissman joins Infogrames after an 11-year career with various Walt Disney Company units in Europe, most recently as Executive Vice President of The Walt Disney Company (Europe).

Mr. Bonnell added: "I am really excited about the opportunity we have to

re-energize this company, which has so much potential. The combination of our companies' product offerings, together with a restructured distribution network, should greatly benefit both sets of shareholders."

Mr. Heymann noted: "'Infogrames' investment will enable us to capitalize more effectively upon our great mix of products, which include Driver and Deer Hunter, two of the best-selling titles in the world over the past four months."

This transaction is expected to be slightly accretive to Infogrames' earnings before goodwill amortization for the fiscal year ending June 30, 2000. Infogrames expects that with the benefit of a full year of combined operations, and improved efficiencies implemented by the new management, the earnings of Infogrames will be enhanced before and after goodwill amortization in the year ending June 30, 2001.

Both companies intend to explore new opportunities afforded by this association, including in the areas of distribution and marketing.

Since its founding in 1983, Infogrames has attained critical mass through a carefully planned strategy combining internal growth and acquisitions in all the key global interactive software games markets. In June 1999 the company acquired privately held publisher Accolade in San Jose, Calif., for \$60 million and merged its operations with Infogrames' existing distribution network to create Infogrames North America.

Additional details regarding today's deal will be announced in the coming weeks. Pursuant to the securities purchase agreement, the company will grant Infogrames registration rights covering the shares of GT Interactive common stock to be issued to Infogrames.

AOL Requires Games To Have Ratings

America Online Inc. plans to require games played on its service to be rated by an independent trade group and will not carry games rated "'adults only."

The Entertainment Software Rating Board has rated nearly 6,000 standard, off-line games but so far has made few inroads to online game playing, said Arthur Pober, ESRB executive director.

"'This is an exploding medium, one where people want to have information," he said. "'This is the first time we've gotten support from a major entity like AOL" for online game rating, he said.

The independent ESRB was established in 1994 by the Interactive Digital Software Association, the trade group representing computer and video game makers. It gives games rating designations from "'Early Childhood" to "'Adults Only."

AOL said none of the games currently on the site would be removed when the policy is enacted. "'We don't carry adult content," said Ginny Wydler, director of standards and policy at AOL.

But Ms. Wydler said displaying the rankings would allow parents the same control they have over video games distributed for PCs or game consoles, which are much more likely to carry rankings.

The ESRB launched a national education campaign last week aimed at helping parents pay more attention to the rankings, which industry officials have said are largely ignored.

AOL, the world's largest online service with 19 million users, said the policy would be fully implemented by March 1, 2000.

$$= \sim = \sim = \sim =$$

```
->A-ONE Gaming Online      -      Online Users Growl & Purr!
   " " " " " " " " " " " "
```

7800 Monitor Cart

AtariNews would like to report that the elusive 7800 monitor cartridge may go back into production soon if there is sufficient demand from customers. The 7800 monitor cartridge was a low end development system; it had 6KB of RAM battery backed up for any 2600 game you developed, and 16KB of RAM for the 7800. A large developer manual was also included. The 7800 monitor cart was produced under license from Atari a number of years ago; and only about 100 are known to exist.

Video 61 has the rights to the product, and would like to hear from customers who would be interested in purchasing this package. List price is expected to be near \$100 since this is a custom cartridge. Please send an email to Lance at Video61@webtv.net, or see the below web site for more info on Video 61 and their products.

<http://www.atarisaless.com>

$$= \sim = \sim = \sim =$$

A-ONE's Headline News
The Latest in Computer Technology News
Compiled by: Dana P. Jacobson

Gates Refuses to Rule Out Microsoft Break-Up

Microsoft Chairman Bill Gates, in a published interview, refused to rule out breaking up his company to settle a government antitrust suit, but a spokesman said on Monday the company rejected a break-up.

Gates said that although he wants to settle, he would oppose any deal that would restrict the company's freedom to design Windows and assure its consistency. But in the interview with Time magazine he twice refused

discussion about a solution that might involve breaking up the software giant.

"I can't go down the path of saying what the settlement would be," Gates replied when asked about breaking up Microsoft Corp. so that the Windows computer operating system would be made by a separate company.

In a follow-up question, Gates was asked if Windows must be part of Microsoft. "In terms of discussing the details of a settlement, I can't do that," he replied.

Microsoft spokesman Mark Murray, asked about the interview, said, "We have said throughout this process we don't believe there is any legal or logical basis for these extreme proposals, such as a break-up or a confiscation of Microsoft's intellectual property, and our position on that is completely unchanged."

While Gates did not talk about breaking up the company, he was specific in rejecting other remedies as the basis for a settlement.

He said he did not like limiting what the company can do to Windows and that any settlement must preserve the "principle ... (that Microsoft is free) to add features to Windows."

Gates also said that making the Windows secret source code public, a remedy suggested by some, would be bad for consumers. If the code were public, people might modify it and make it inconsistent, he said.

It would be bad if "when people buy Windows they don't know what is in it," he said.

Gates said he wants to be able to assure that computer makers show Windows on their opening screens in a consistent way. Otherwise, he said, "it can't make sense for consumers."

But U.S. District Judge Thomas Penfield Jackson found that Microsoft had not been consistent in this and had often acted simply with the aim of maintaining its monopoly on the Windows computer operating system.

Jackson, in his "findings of fact," said Microsoft had used monopoly power to hurt consumers and other companies.

Legal scholars and others say the judge's eventual ruling is sure to go against Microsoft, given his findings of fact.

That ruling, and later imposition of remedies, could be forestalled by settling the case with the Justice Department and 19 states, which sued the company last year. Microsoft may also appeal any ruling the judge makes.

One motivation for the company to settle is that if the judge rules against Microsoft, it will put the company at an immediate disadvantage in private antitrust suits against it.

Even if it were to appeal an adverse ruling by Jackson, other firms could use the judge's decision in their own suits to establish that Microsoft was predatory monopoly.

Gates Talks of 'Any Resolution' for Suit

Microsoft Corp. Chairman Bill Gates, asked if he would fight to prevent a breakup of his company, said in a television interview on Wednesday he was willing to discuss "any sort of resolution" to a landmark antitrust case brought by the government.

Gates's comments fueled speculation among legal experts about what a settlement of the case might look like, but a Microsoft spokesman said he has recently talked to Gates and the chairman believes a break-up would be both bad and unwarranted.

A federal judge found this month that Microsoft abused monopoly power to harm consumers and competitors. The judge's findings will serve as the basis for a later ruling on whether Microsoft broke the law and his eventual imposition of remedies to correct any problems he may find.

Gates was asked twice on ABC's "Good Morning America" whether he would be open to a break-up of the company.

Asked about people who wondered if he was considering breaking up the company, Gates initially replied: "Those people are really off the mark."

But then he was pressed and asked: "I think (people) expect you to say, 'I am going to fight tooth and nail any attempt to break up the company.' Is that true?"

Replied Gates: "I don't see how a lot of things that are being discussed would benefit consumers. That's what this all comes down to in the final analysis. We are very serious about any sort of resolution that could come along. We'll sit and be willing to discuss that. People who speculate about penalties are really off the mark at this point."

That comment -- that he is serious about and willing to discuss any sort of resolution -- went further than his remarks published in Time Magazine earlier this week about how far the company would be willing to go to settle the case.

A Microsoft spokesman said that Gates remained opposed to breaking up the company.

"Having talked to Bill throughout the past 10 days I can assure you that he believes that any sort of dismantling of the company or confiscation of our intellectual property would be a bad thing for Microsoft, bad for consumers, bad for the U.S. economy and bad for millions of Microsoft shareholders," spokesman Mark Murray said.

The ABC interview question, answered via remote hook-up from the Comdex trade show in Las Vegas, served as a follow-up to the much-publicized Time interview in which Gates twice refused to rule out breaking up the company to settle government antitrust charges.

The case was brought by the Justice Department and 19 states, which would all have to sign off on any settlement.

In the earlier interview, Gates said that he would like to settle but opposed any deal that would restrict the company's freedom to design Windows, assure its consistency, and defend its brand identity.

But when it came to talking about a break-up he ducked the question from Time: "I can't go down the path of saying what the settlement would be."

One motivation for the company to settle is that if the judge rules against Microsoft, it will put the company at an immediate disadvantage in private antitrust suits. Firms can use the finding of monopoly power in private suits against Microsoft.

Judge to Hear More Oral Arguments in Microsoft Case

The judge in the Microsoft case will hear oral arguments in February to help him decide whether the company violated the nation's antitrust law, lawyers involved in the case said after meeting with him Thursday.

District Judge Thomas Penfield Jackson met privately with representatives of Microsoft Corp. and 19 states and the federal government to lay plans for the next phase of the trial.

Earlier this month, Jackson found the facts of the case are that Microsoft used monopoly power to harm consumers and competitors. Based on those facts, Jackson will next decide whether Microsoft's actions violated the law and what remedies may be appropriate.

Jackson had already set the dates for written briefs. On Thursday, he limited the size of the briefs and said he would allow the oral arguments.

The government's brief, due Dec. 6, and that of Microsoft, due January 17, are each limited to 70 pages. The government's reply brief, due Jan. 24, and that of Microsoft, due Jan. 31, are each limited to 30 pages. Oral arguments will follow in February.

Asked if discussion of other subjects had come up during the meeting, one lawyer said that the judge "did not say anything extraneous."

The lawyer said that during the 20-minute session there was "the kind of chit-chat about weather and personalities and the things that you have with people who have lived six months together and then haven't seen each other for a couple of months."

FCC Issues High-Speed Web Decision

Hoping to accelerate the spread of high-speed home Internet connections, federal regulators voted Thursday to require telephone companies to share their lines with other businesses offering data services.

The Federal Communications Commission decision could ultimately mean more competition in consumer choices for high-speed Internet service and at lower costs, officials said.

"Prices should decline, services should improve," declared FCC Commissioner Susan Ness.

The decision could make it substantially cheaper for upstart businesses to compete with telephone companies in providing connections dozens of times faster than today's dial-up modems.

Currently, local telephone companies, such as the regional Bells and GTE, can offer high-speed Internet services to subscribers on the same lines they provide their regular voice service.

But for outside businesses to come in and sell Internet connections to a consumer, they must buy a second line from the telephone company into the consumer's home.

That means businesses competing with the local phone companies must spend about \$20 to \$23 for each second line. And customers who want different providers for their voice and data services need to have two lines at home.

Newer data companies say the FCC decision will help put them on a competitive equal footing.

"The FCC is really going to unleash all the benefits of competition for residential users," said Michael Olsen, deputy general counsel of NorthPoint Communications, which provides data services mostly to businesses. The company plans to boost its marketing next year by setting up kiosks at Radio Shack so consumers can sample the high-speed connections.

Dhruv Khanna, general counsel of Covad Communications Inc., said his company hopes to offer high-speed connections at less than \$40 a month because of the decision.

After the vote, FCC Chairman Bill Kennard said the agency would monitor the market to ensure residential customers benefit.

Local telephone companies balked at the decision, saying the market already is competitive and shouldn't be regulated any further.

"These companies are in no way 'impaired' by current arrangements and are already doing very well in the marketplace," said Bruce Posey, U S West's senior vice president for federal relations and regulatory law.

Local telephone companies also have expressed concern that if a consumer has a problem placing a call, companies will have to determine which service is responsible.

The FCC requirement goes into effect 30 days after it is published in the Federal Register. Companies will then have to hammer out pricing agreements for the cost of splitting the line. If they are unable to do so, the parties could go to state regulators for arbitration.

Comdex Show to Feature PC Alternatives

Next week, when the computer industry makes its annual pilgrimage to Las Vegas for Comdex, the industry's biggest trade show, much of the buzz will be on gadgets and software that are alternatives to the standard personal computer.

Ironically, after U.S. District Judge Thomas Penfield Jackson decided last week that Microsoft Corp. used its monopoly power to harm consumers and crush competitors, there will be more alternatives to PCs running Windows than ever on display.

Bill Gates, the software juggernaut's chairman and chief executive, is giving the kickoff keynote address on Sunday night. Analysts expect Gates to talk about Microsoft's much-anticipated Windows 2000 operating system -- due next February -- his vision of the industry, and perhaps some references to the recent ruling.

While many of the over 200,000 attendees at Comdex will likely be discussing Microsoft's legal woes, they also will be checking out demos of the long-delayed Windows 2000. And this year, they will have the opportunity to see the alternative Linux operating system, which is being featured at an adjacent Linux Business Expo, a major coup for the renegade software.

"This is going to set a record for alternatives to Microsoft," said Rob Enderle, an analyst with Giga Information Group in Santa Clara, California.

Sun Microsystems Inc., a developer of servers, workstations and software for networked computing, plans to tout its recent acquisition of Star Office, a free suite of office applications, that competes with Microsoft's Office.

Sun Chairman and Chief Executive Scott McNealy will give a keynote address on Wednesday, and Sun will give away copies of Star Office at the show. Sun, which doesn't typically exhibit at Comdex, will demo its new Sun Ray, a book-sized appliance for accessing the Internet and corporate networks.

Another novel addition will be Sony Corp., and a keynote address on Monday by Nobuyuki Idei, Sony's president and co-chief executive. Idei is expected to talk about his vision of a networked home and demonstrate the new Playstation 2, which is not due in the United States until next year's holiday season. Filmmaker George Lucas, Sun chief scientist Bill Joy and others will participate in Idei's keynote.

The Playstation 2 video game console is expected to have connectivity ports for Internet access, a player for digital video disks and hard disk drive for data storage. It is already instilling fear into Microsoft, which is reportedly developing its own home video game system code-named the X-Box.

But video game consoles are not the only threat to home PCs. National Semiconductor Corp., which earlier this year exited the PC processor business due to intense competition, is hosting an Information Appliance Pavilion where 15 companies will be showing devices based on its new Geode chip, such as AOL's TV set-top box for accessing the Net, AOL TV.

One pavilion will show products using Blue Tooth wireless technology that allows incompatible devices like pagers or cell phones from firms like Motorola Inc. and Ericsson to communicate with notebook computers. "Blue Tooth is about having all of your devices become a meta-device, where one is accessing data from another," said Tom Henderson, a principal at ExtremeLabs, an Indianapolis consulting firm. "The products are just starting to roll out."

One of the most popular handheld devices will have its own booth, 3Com

Corp.'s PalmPilot. And Nokia is demonstrating cell phones that can access the Internet that will be available in the United States in the first half of 2000.

PCs, though, are not standing still and have been evolving into many new designs and functions, and some companies have morphed their own products into appliances. This week, Compaq unveiled a sleek silver and black device for accessing the Net, priced at \$499, called the iPaq, for corporate customers.

"I don't know if they have heard the first shot of the digital appliance revolution," said John Dodge, editor of PC Week. "The PC isn't dead. I think the discussion of whether the PC is dead, is dead. The PC will be with us a long time."

While the PC keeps evolving, Corel Corp. is hoping that it can inspire further change with a user-friendly version of Linux for the PC desktop. Linux has made big inroads into the network server market, but for consumers, it is too difficult for most computer users who are used to Windows.

Corel will launch its distribution of Linux, called Corel Linux, with an improved user interface and instant messaging software called Jabber. Developed as an open source project, Jabber is now supported by Webb Interactive Services.

Finally, the most celebrated programmer in the open source community, Linus Torvalds, the Finnish programmer who created the core of Linux, the Linux kernel, will give a keynote address Monday night, in another huge validation of Linux.

It is rumored that Torvalds may take the wraps off his current employer, Transmeta Corp., one of the most secretive start-up companies in Silicon Valley. Transmeta is believed to be developing a processor to compete with Intel.

Transmeta is headed up by David Ditzel, a former Sun chip designer, and Microsoft co-founder Paul Allen is one of its investors. The Santa Clara, Calif.-based company, founded about four years ago, is so secretive its Web site simply says "This Web page is not here yet!...but it is Y2K compliant."

Microsoft's Gates Shows New Devices for Web

Microsoft Corp. Chairman and Chief Executive Bill Gates showed off his company's new scaled-down Internet appliance to a standing-room crowd at the Comdex computer trade show, where the personal computer is no longer the star.

Gates, in his kick-off keynote address at Comdex, showed a small appliance called the MSN-based Web Companion, which Microsoft has designed, as he discussed how the Internet will become more personal.

The Web Companion is a small textbook-sized device that runs Microsoft's Windows CE software, and connects to the Internet, using Microsoft's MSN Internet service.

Microsoft's new device, and others like it, will be part of a future in which homes have multiple devices accessing the Internet from every room, Gates predicted. These devices will range from PCs to Internet appliances to wireless handheld devices and cellular phones.

The MSN-based Web Companion is expected to be available sometime in the second half of 2000. Companies such as Acer Inc., Philips Electronics Inc., Thomson Consumer Electronics and Vestal USA, a unit of the Turkish consumer electronics company Vestel, will be developing them for use with the MSN service.

The devices are expected to range in cost from free to around \$200. Bundling deals will be offered similar to those offered by other computer makers and online service providers, where the user gets a system or an Internet appliance at very low cost in exchange for signing up for three years of Internet service.

In his speech, Gates also talked about how the Internet will move from a static model to a more interactive one, where users can access favorite Web sites to get exactly the information they need, on a wide range of devices.

Gates's keynote address at Comdex was his first major public appearance since his company was found to be a predatory monopolist in a preliminary ruling by U.S. Judge Thomas Penfield Jackson in a landmark antitrust case nine days ago.

A standing-room-only crowd gathered in a ballroom at the Venetian Hotel in Las Vegas to hear the world's richest man discuss his vision of the industry's future.

Gates's keynote address on Sunday night has been a tradition in recent years at Comdex, the industry's biggest U.S. trade show, where over 200,000 attendees are expected to visit over one million square footage of showroom floor space.

Gates also gave a demonstration of Windows 2000, Microsoft's long-delayed upgrade of its Windows NT operating system for corporate and network computers. He showed a Web site running on five different servers all running Windows 2000, in an effort to show the stability of Windows 2000.

Windows 2000 has been in development for many years and was once expected to be shipped at the end of 1997 as an update to Windows NT version 4.0, which was released in July 1996. It is now expected to go on sale Feb. 17.

Sony Plans Hand-Held Computers

Sony Corp., a longtime pioneer of consumer electronics, wants to stretch its leadership into computing in part by pushing new hand-held gadgets that don't use Microsoft's Windows operating system.

Sony instead chose the Palm operating program to run the basic functions of the devices, which could allow people to view videos, listen to music and organization information.

Monday's agreement is a setback to Microsoft Corp. and is the latest evidence of Palm's growing clout as an operating system alternative that

can further the ambitions of large manufacturers such as Sony. The Palm hand-held computer has gained loyal adherents for reliably handling relatively simple functions, such as maintaining address lists or checking e-mail.

As part of the deal, Palm, a unit of 3Com Corp., agreed to adapt its operating system to Sony's Memory Stick removable storage medium, which Sony is fighting to get widely accepted for storing and transferring data, sound and images among a variety of gadgets and computers. Memory Stick, about the size of a stick of gum, is mainly used in just Sony products, including digital cameras and Vaio personal computers.

Sony, like most of the technology industry, remains a strong advocate of Windows to run the basic functions of desktop and laptop computers. But Microsoft's Windows CE, a lightweight version of the desktop operating system, has lagged in the fast growing market for small computing devices.

In another recent slight, mobile phone giant Nokia agreed last month to use the Palm operating system in a next generation of "smart" phones that give people access to the Internet.

Even though a federal judge has depicted Microsoft as a monopolist, such deals point to a future direction in computing that may be dominated by several operating systems, not just Windows. In addition to the Palm, the Linux operating system is catching on in new home gadgets that let people access the Internet.

"(The Sony agreement) is a vast disappointment for Windows," said Richard Doherty, an industry consultant who heads the Seaforth, N.Y.-based Envisioneering Group. "I'm sure there were some fists pounding the tables at Microsoft."

A Microsoft official played down the Sony deal, saying that Microsoft was striving to improve Windows CE by making it simpler.

"It's an announcement we have to pay attention to," said Rogers Weed, director of marketing for Microsoft's productivity appliances division. "(But) it doesn't change what we need to do with Windows CE."

The company is hardly idle. On Sunday here at the Comdex computer show, chairman Bill Gates unveiled new "MSN-enabled Web companions" that are expected to be available by next summer.

While Redmond, Wash.-based Microsoft is one of the industry's most aggressive negotiators, Sony had strong incentives to sign up with Palm in talks begun earlier this year with 3Com.

Getting Memory Stick accepted is crucial to Sony's plans to leverage the breadth of its products. Additionally, a new version of Memory Stick will store only copyrighted music and videos, which is important to protecting the royalties Sony earns from its music and movie units.

Palm is free to adapt its software to rival removable storage media made by such companies as SanDisk and Toshiba. But Sony said several dozen other manufacturers on Monday also agreed to adapt their gadgets to Memory Stick.

In a keynote speech Monday at Comdex, Sony chairman Nobuyuki Idei stressed

the company's unique strength across three major computing methods: digital TVs and set-top boxes; mobile computing and cameras; and video-game consoles.

Recently, Sony has won praise for the design of its slim, silvery Vaio laptop. It is expected to break new ground next year when it introduces PlayStation 2, which in addition to game-playing will let users watch movies, listen to music, surf the Web and even exchange e-mail.

Sony officials said it is too early to say what hand-held devices it would develop using the Palm system, or when they would be sold.

Firms Wrestle With Resilient FunLove Virus

Antivirus companies have found a new computer virus called FunLove that's easy to detect but hard to remove.

FunLove infects Windows-based computers across networks and brings the concept of evading antivirus software to a new level of resiliency, said Symantec Antivirus Research Center director Vincent Weafer.

Once it infects a computer, it resides in memory and reinfects files as fast as antivirus software can clean them, he said. In addition, the virus weakens the security of a system, making it easier to attack, he said.

Symantec's ordinary antivirus software can't eradicate the virus on Windows NT machines, so a special program must be used, Weafer said. On Windows 95 and 98 machines, it's relatively simple to remove, he said. On Windows NT, the virus resists any attempt to shut it down.

The FunLove virus itself is relatively harmless because it doesn't destroy files but rather adds data to files, making them gradually get larger and larger, Weafer said. The virus adds the name of the obscure rock band Fun Loving Criminal into the files, said Russian antivirus company Kaspersky Lab.

Several companies have reported infection by the virus, mostly in Europe but also in the United States and Canada, he said. It was first observed Tuesday.

Meanwhile, the new Bubbleboy virus has made it to Web sites, though there have been few if any reports of actual infections, Weafer said. The author of the virus posted copies at several Web sites on Monday, as well as sending it to antivirus companies. Now the author has posted an updated version, Weafer said.

Bubbleboy, which isn't particularly dangerous itself, spreads by email but, unlike predecessors such as the Melissa virus, can infect a computer when a person only opens an email.

Windows NT Update Carries Bug

A software update for Microsoft's Windows NT operating system introduced a bug that could potentially cripple Lotus Notes unless companies compromise network security.

The bug in Windows NT Service Pack 6 prevents users from accessing Lotus Notes without administrator rights--the highest and broadest level of access typically reserved for network managers. Companies generally restrict user access to prevent security breaches or catastrophic accidental changes to PCs or servers.

The bug puts companies that have applied the service pack in a bind, possibly forcing them to grant users temporary administrator privileges in order to use Lotus Notes.

Microsoft periodically releases service packs as a way of adding features to Windows NT 4 or fixing bugs.

The Redmond, Washington-based software maker is advising customers using Lotus Notes not to apply Service Pack 6 until a fix is released later this week.

Web Site Shows Where Buck Stops

If you find yourself wondering where the heck your money went, now there's a way to find out.

An Internet site called "www.wheresgeorge.com" - in honor of the president whose likeness graces the \$1 bill - tracks U.S. currency as it changes hands from city to city.

Bills marked with "www.wheresgeorge.com" have been through Ryan's Produce in Albany, N.Y., and the tax collector's office in Coffey County, Kan. A marked \$100 bill bought a nail gun in Lorton, Va., and at last report was 20 miles away in Sterling, Va.

"I didn't think it would be as addicting as some people are finding it," site creator Hank Eskin said Friday. "It's something out there on the Internet that's not porn, and it's not selling anything. It's pure fun. I think people appreciate that."

The record starts when someone enters the serial number of a bill at www.wheresgeorge.com and marks the bill with the Web site address. About 3.5 percent of them will be logged again by someone else as they change hands, Eskin said.

Someone with the nickname "Adam" claims to have entered 65,051 bills into the site and has heard about 4,955 of them - a success rate of 7.6 percent.

"The ones (\$1 bills) seem to get most of the hits," said Colleen Marsala, who has marked and logged about 1,300 bills in her spare time.

"I've seen mine spent in bars, fast-food places," she said. "I read where one was used to pay for a hooker."

The hits are real, Eskin said. Three digits of the bill's serial number are masked by the site to prevent bogus entries.

Marsala, who lives in suburban Pittsburgh, said she has been logging bills since August and has read of their travels as far as California. Money has fascinated her since childhood when she stamped money with a cartoon horse to see if she would get it back. She said she got one bill back at a movie theater.

As of Saturday, the Where's George Web site claimed 68,392 people had entered 1,025,076 bills, totalling \$6,005,796.

Eskin pays for the site by selling advertisements and rubber stamps with the Internet address on them. The 34-year-old electronic commerce consultant from Boston said he started Where's George last year to practice his Web page design.

Some of the \$1 bills have been logged at six different places since the site went up in December, Eskin said.

"I've actually been surprised at how slow money travels. It could go just three miles in two months," he said.

Defacing U.S. currency is a crime, but federal law defines "defacing" as altering a bill so much that it cannot be used.

Edward Sheehan, a spokesman for the U.S. Treasury Department's Bureau of Engraving and Printing, said that while it is legal to write on U.S. currency, "we discourage people from doing that. It is best to have the notes pristine."

~~~~~

Atari Online News, Etc. is a weekly publication covering the entire Atari community. Reprint permission is granted, unless otherwise noted at the beginning of any article, to Atari user groups and not for profit publications only under the following terms: articles must remain unedited and include the issue number and author at the top of each article reprinted. Other reprints granted upon approval of request. Send requests to: [dpj@delphi.com](mailto:dpj@delphi.com)

No issue of Atari Online News, Etc. may be included on any commercial media, nor uploaded or transmitted to any commercial online service or internet site, in whole or in part, by any agent or means, without the expressed consent or permission from the Publisher or Editor of Atari Online News, Etc.

Opinions presented herein are those of the individual authors and do not necessarily reflect those of the staff, or of the publishers. All material herein is believed to be accurate at the time of publishing.